

Watermark $\left|\left(\mathrm{e.g.\,O_{f}^{WM}}\right)\right|$ - 635 Unencrypted 653 Buffer (UB) Decrypter Σ (watermark key) 650 640 . 617 Key Manager SK; (client secret key) ke, (symmetric "object" 647 encryption key) $C_{i}\,(e.g.\,O_{fe}^{WM})$ 645 627 643 Root PK From content (e.g. publisher's) web server: encrypted object C_i (e.g. O_{fe}^{WM}) - 610 Encrypted $H_{
m i}, L_{
m i}$ Store (ES) License Verifier header H_i, license L_i, 620 (rights vector) 613 ~ 607 $V = (v_1, v_2, v_3)$ > ^2 **607** ~

of active software (or execution of

objects)

-660

-657

670

009

(trigger) Detector

999

WM

623

625

ENFORCER

Media device

655

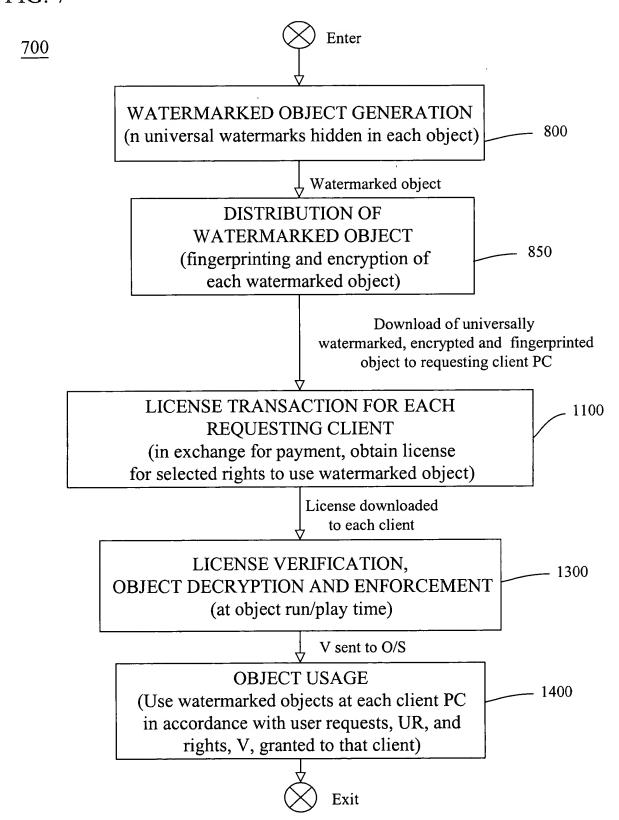
654

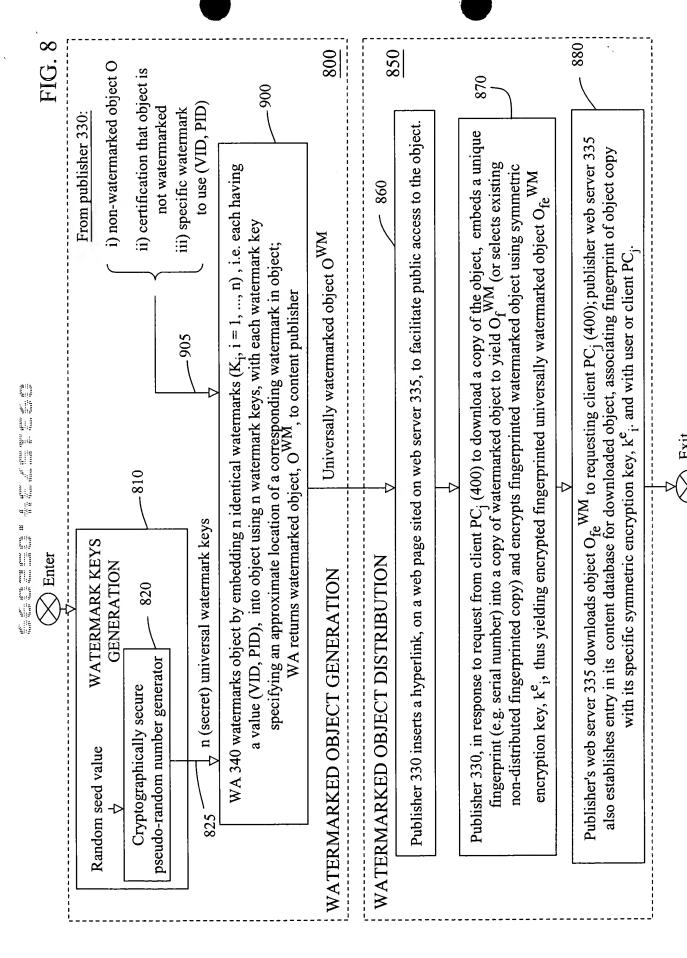
630

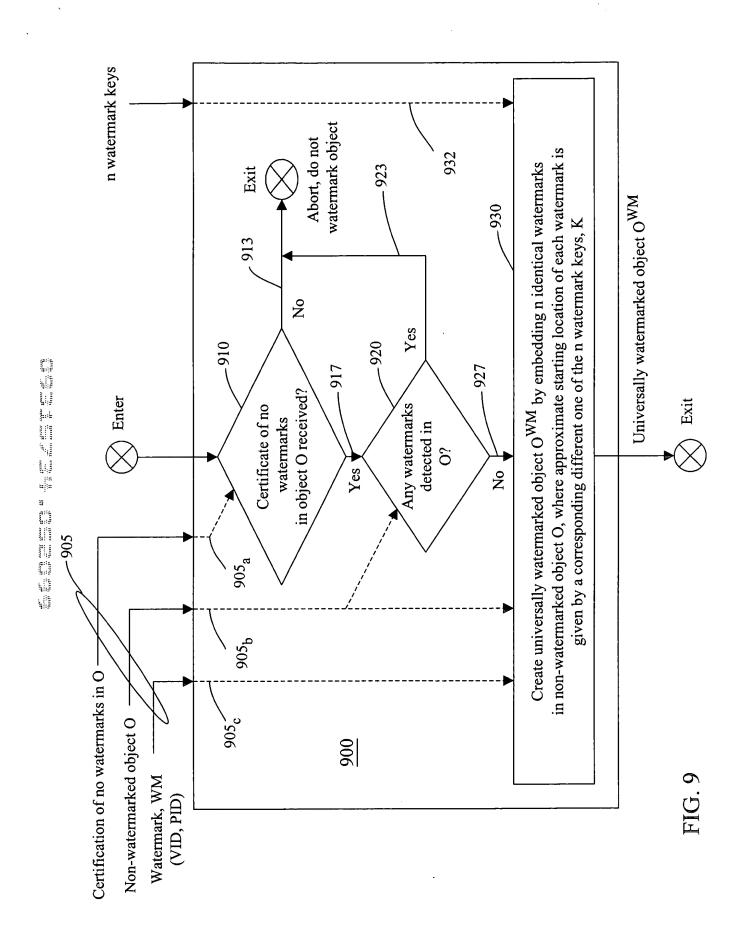
driver

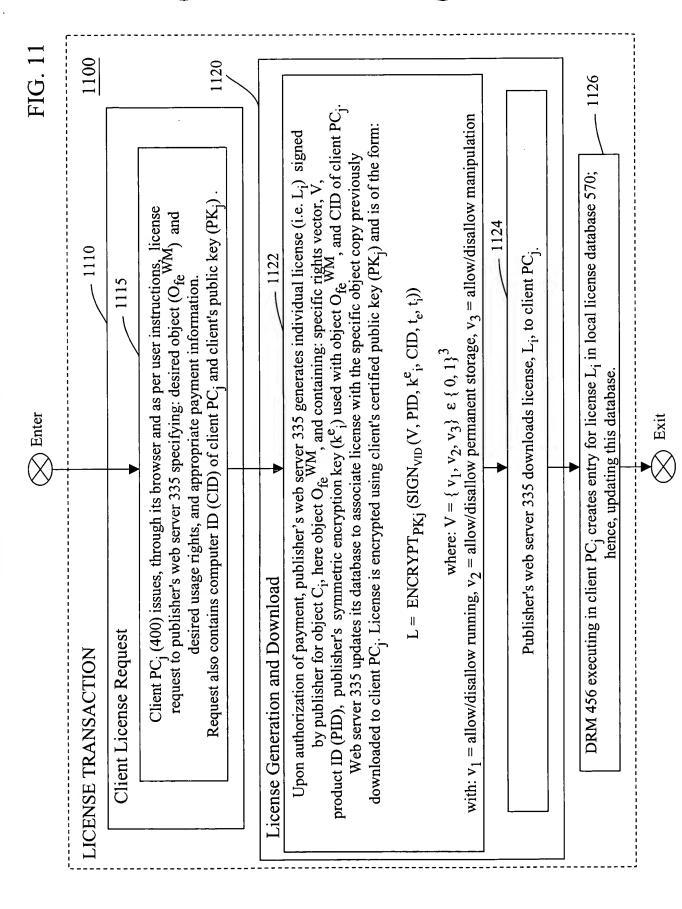
Client PC ID (CID) Set OS protection state, V, as long as M is in UB

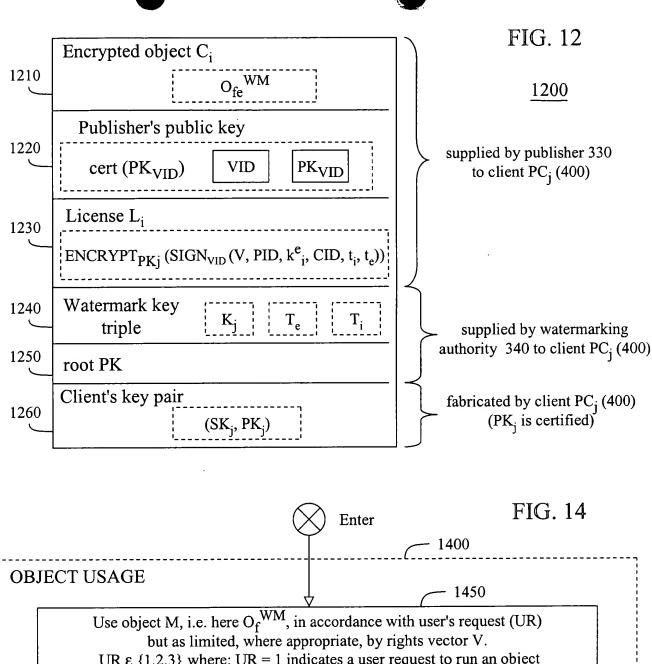
FIG. 7









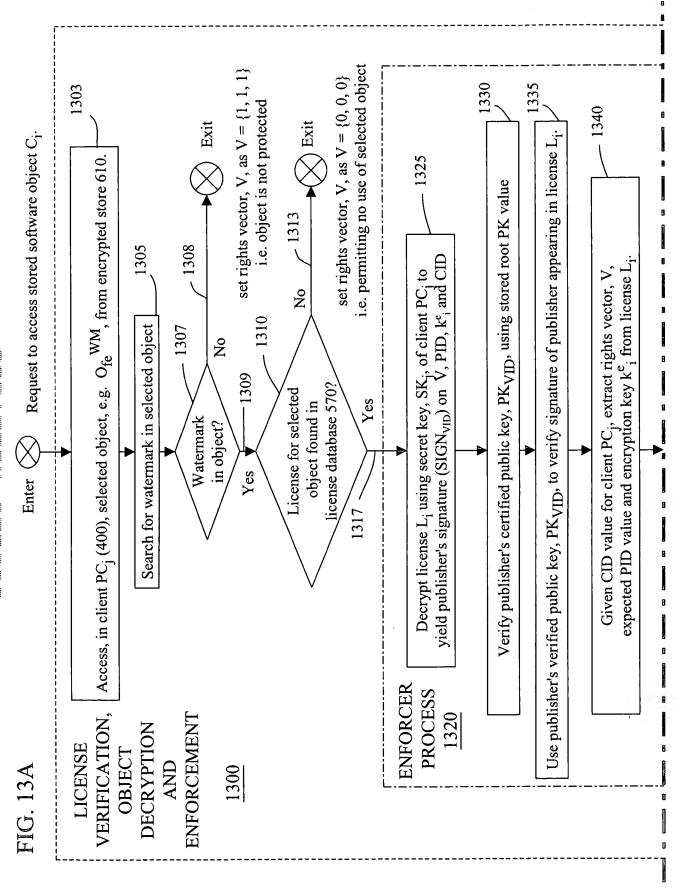


Use object M, i.e. here O_f WM, in accordance with user's request (UR) but as limited, where appropriate, by rights vector V.

UR ε {1,2,3} where: UR = 1 indicates a user request to run an object UR = 2 indicates a user request to store the (encrypted) object UR = 3 indicates a user request to modify the object; then:

If (UR = 2 AND $v_2 = 1$), allow storage of object M in encrypted store; If (UR = 3 AND $v_3 = 1$), allow modifications to unencrypted object M; or If (UR = 1 AND $v_1 = 1$), then if ($v_3 = 0$) check publisher's signature on M, and allow object to execute.

Exit



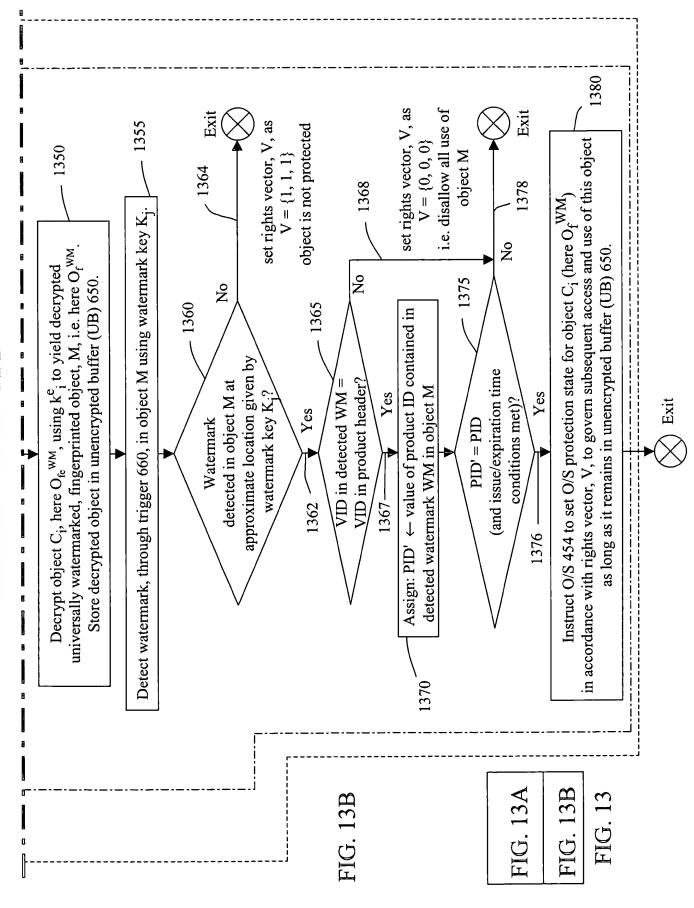
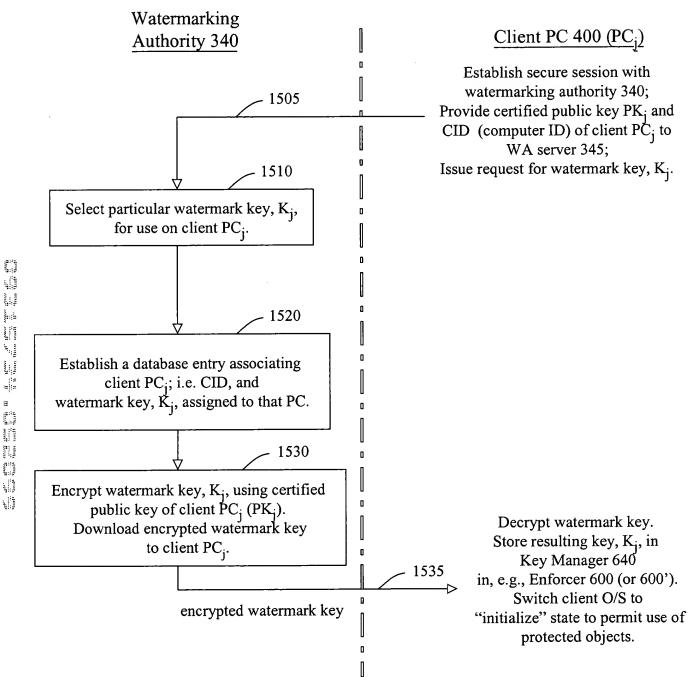




FIG. 15 -- CLIENT WATERMARK KEY ASSIGNMENT PROCESS

1500



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